

James Garner

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EMPLOYMENT HISTORY

MARCH 2016 -
PRESENT

🏢 Sony Interactive Entertainment R&D (PlayStation), London

Engineer for PlayStation's world class developer support platform in London and California. Architecting and delivering a greenfield, test-driven serverless API solution on AWS with Elasticsearch and node.js. Decoupling frontend/backend legacy code by forming API strategy and introducing AngularJS. Designing and building a new source-controlled and self-served development environment with Chef. DevOps duties including moving test infrastructure to AWS with CloudFormation and Docker. Successful long term "innovation time" node.js visualisation project with GitHub/Rally APIs, D3 and Browserify. Leading sprint reviews, presenting to stakeholders in Japan and America.

JANUARY 2015 -
MARCH 2016

🏢 The Client Relationship Consultancy LLP, London

Developer. Full stack JavaScript and PHP work visualising complex data sets in D3 and beyond for the world's leading agency groups. Lead development of automated dossier generation with human language on agency performance. Upgraded internal systems including Hatjitsu (node.js tool for agile estimations). Co-lead introduction of code reviews, git workflow and bi-weekly knowledge sharing presentations.

NOVEMBER 2014 -
OCTOBER 2015

🏢 Relative Insight Ltd, Lancaster

Data Scientist. Developed custom Python web scrapers for high profile brands including Oxford University and Smirnoff. Developed and published language normalisation algorithms.

JUNE 2014 -
SEPTEMBER 2014

🏢 DataCentred Ltd, MediaCityUK, Manchester

Cloud Applications Engineer (internship). Developed and delivered a customer facing Ruby on Rails and AngularJS web app in 3 months which reflected JIRA in real-time (still in production). Implemented LDAP in the phpipam open source project. Representative at the Greater Manchester Data Dive and described as "our awesome intern".

JUNE 2013 - MAY
2014

🏢 NextWorldWeb Ltd, InfoLab21, Lancaster

Developer (internship and continuous employment). Moved large legacy ecommerce systems to CakePHP, CS-Cart and WordPress. Automated WordPress theme creation from any site.

JANUARY 2007 -
JANUARY 2012

🏢 Invisionsoft, Worldwide

Full stack freelance consultancy for national clients.

Developed 'DS Game Maker' IDE since 2007 in .NET and C (now open source). By age 17 sold over 1,500 serial codes and 350 physical 'Homebrew Kits'. It was adopted at American summer camps and site licenses were sold to schools worldwide.

Engineered the complete cross platform game maker 'Dark Flow' (lead developer) on a team of 5. OS X/Windows/Linux game support via a .NET/Mono bytecode runner and the web/mobile devices via native HTML5 and JavaScript generation.

TECHNICAL SKILLS & LEADERSHIP

SKILLS: ADVANCED
★★★★☆

► node.js, universal JavaScript, AngularJS, RESTful API strategy, HTML5

Modern frontend workflow (Sass, Browserify...), open source project management

SKILLS: PROFICIENT
★★★☆☆

► Data visualisation, D3, Serverless architecture (AWS), C (Nintendo DS, Wii)

.NET (C#, VB), Python, test-driven configuration management

LEADERSHIP

► The Computer Science Society President (2014 — 2015)

► InterTech LGBT+ Diversity Forum Organiser and 'DO' Hacker (2014 — present)

► Lüdenscheid-Brighthouse German Twin Town Society Host (2012 — present)

LANGUAGES

🌐 English (Native)




🌐 German (Fluent)

EDUCATION








- 2012 – 2015  **2:1 Computer Science BSc (Hons), University of Lancaster, UK**
Distributed Systems; Languages and Compilation; Artificial Intelligence; Advanced Internet & Mobile Applications; Media Coding & Processing; Operating Systems & Concurrency; Functional Programming (Erlang/Python); Team Android development; Digital Systems (Pure Mathematics, Assembly, Compiling, Debugging).
- 2012  **German Studies, University of Lancaster, UK**
German 20th Century Culture, History, and Society; Researched Paper ‘Die Folgen der Veränderung der deutschen Sprache’ Grammar; Discussion.

PROFESSIONAL DEVELOPMENT

TALKS GIVEN

- NOVEMBER 2015  **One Vision: Universal JavaScript**
LONDON
Grunt/Browserify/Babel build pipelines. Live demo of writing a PHP to universal JavaScript transition layer in ES2015.
- NOVEMBER 2014  **Nintendo DS Homebrew, 2014 Edition**
UNIVERSITY OF DUNDEE
DunDDD conference. “Adventures in the retro Homebrew Scene” and live demo of writing Nintendo DS homebrew.
- JANUARY 2014  **Facebook Data Analysis**
UNIVERSITY OF LANCASTER
“What does your Facebook say about you? I will show how we can leverage Computer Science to learn about our own everyday on-line interactions.”

CONFERENCES & HACKATHONS

- SEPTEMBER 2016  **Capco Hackathon with Monzo and Loqr**
First Prize winners. Clustering spend data from Monzo’s API to create financial personality profiles delivered by RESTful API (node.js/restify). Tinder-like profile matching client (AngularJS, ES2015/ES6). Deployed to DigitalOcean within ~5 hours’ keyboard time. Team of 3.
- FEBRUARY 2016  **PHP UK Hackathon**
Second Prize winners. Real time, websocket powered Twitter sentiment analysis “battle between two topics” with MonkeyLearn, Pusher, AngularJS and HTML5 canvas tag clouds.
- NOVEMBER 2014  **Global Startup Weekend 2014**
First Prize winners. Developed a one line JavaScript plug-in for reputation based comments, quantifying personality to eliminate on-line trolls. Team of 4.
- JULY 2014  **Greater Manchester Data Dive**
Drilled into a dataset of ~700,000 Tweets from the Greater Manchester and Lancashire region to look for insights to strengthen the local community. Statistical analysis and heatmapping. Team of ~8.
- APRIL 2014  **InfoLab21 Showcase (University of Lancaster)**
Presented my research “Geosocial Networking Security and Facebook Semantic Analysis” alongside PhD students, looking at reverse engineering of Grindr (‘Stalkr’) to automatically find users’ locations. Authored an NLP framework in .NET for analysing Facebook chat data to create private social graphs.
- MARCH 2014  **Hack Smart Streets 2014 (University of Lancaster)**
‘Most Commercially Viable’ Prize winners (£1000). Developed an API for public bodies to detect decaying street furniture from crowdsourced imagery in .NET using ffmpeg and a home grown Computer Vision algorithm. Team of 4.
- AUGUST 2013  **LeedsHack 2013**
First Prize winners (4 Apple TVs). Developed HTML5 mobile augmented reality game ‘Pacman City’.
- MORE... Regular at Google, Goldman Sachs and CodeNode events. London JavaScript Community “AppCamp” (cross platform Ext JS 6), 2015. Manchester Bēhance Portfolio Review, 2014. LeedsHack, 2012 (real-time Google Maps Tower Defence).